2. (Amended) The method of claim 1 further comprising the step of:

selecting the one state object based on the information requested and prior to any interaction between the HTTP client and the HTTP server.

15. (Amended) A communication network comprising:

a client system having a client processor and a client computer readable medium coupled to the client processor, the client computer readable medium containing program instructions for:

storing a plurality of state objects independent of an HTTP server;

requesting information from the HTTP server;

sending the plurality of state objects to the HTTP server; and

receiving the information from the HTTP server based on the plurality of state objects; and

a server system having a server processor and a server computer readable medium coupled to the server processor, the server system coupled to the client system, the server computer readable medium containing program instructions for:

receiving the request for information from the client system, the request being a first interaction between the HTTP server and the HTTP client;

receiving the plurality of state objects; and

transmitting the information to the client system based on the plurality of state objects.

16. (Amended) A computer readable medium on an HTTP client, wherein the computer readable medium includes executable program instructions for:

storing a plurality of state objects on the HTTP client independent of an HTTP server;

requesting information from the HTTP server;

sending the plurality of state objects to the HTTP server; and

receiving the information from the HTTP server based on the plurality of state objects.

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17.   (Amended) A computer readable medium on an HTTP server, wherein the computer readable medium includes executable program instructions for:

receiving a request for information from an HTTP client, the request being a first interaction between the HTTP server and the HTTP client;

receiving, from the HTTP client, a plurality of state objects; and

transmitting the information to the HTTP client based on the plurality of state objects.

18.   (Amended) A computer system comprising:

a processor;

memory coupled to the processor; and

a computer readable medium coupled to the processor, wherein the computer readable medium includes executable program instructions for:

storing a plurality of state objects in the memory, independent of a particular server;

submitting an information request to a server; and

sending at least one of the state objects to the server so that the information can be received responsive to the sent state objects.